UNITED STATES MARINE CORPS
TEST MEASUREMENT AND DIAGNOSTIC EQUIPMENT
MARINE CORPS SYSTEMS COMMAND
2033 BARNETT AVENUE SUITE 315
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MEMORANDUM

From: Project Officer, Motion Media and Information Technology
      Systems, Marine Corps Visual Information Systems
To: Team Leader, Marine Corps Visual Information Systems

Subj: **TRIP REPORT FOR 2002 NATIONAL ASSOCIATION OF BROADCASTERS
      CONVENTION AND TRADE SHOW**

Encl: (1) Exhibitor List for 8 Apr 02
      (2) Exhibitor List for 9 Apr 02
      (3) Exhibitor List for 10 Apr 02

1. On 6-11 April 2002, the Project Officers from the Marine
Corps Visual Information Systems Program attended the National
Association for Broadcasters convention and trade show in Las
Vegas, Nevada.

2. During this period, the Project Officers reviewed products
from several manufacturers listed in enclosures (1), (2) and
(3). All exhibitors have products directly relating to the
acquisition, post-production and distribution of motion media
products.

3. Equipment that potentially can directly impact the
capabilities of Marines from Occupational Fields 43 and 46 were
reviewed and noted in the following categories:

    a. Software

    b. Cameras

    c. Editing systems

    d. Storage

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4. Software. Several software products were reviewed. I will discuss each of the pertinent software.

     a. Ligos Capture and Compression Software. Ligos markets MPEG compression software and professes real time compression. This product, GoMotion.Pro, can compress video into MPEG-1, MPEG-2, MPEG-2 4:2:2P@ML (broadcast quality), and MPEG-2 for Digital Video Disk (DVD). The capture software, GoMotion.DV, will capture video from any Digital Video (DV) source via an IEEE-1394a (Firewire) port. These software packages can give Combat Camera Marines the capability to capture and compress video for transmission to Combat Operations Center (COC). I recommend that this command procure copies of both, and have a field users test conducted by deployable Marine Combat Camera Units.

     b. Discreet 3D Studio Max. Discreet produces one of the industry standards for 3D animation. Although this has limited applicability to the mission of motion media products, it has some impact for the creation of motion imagery that cannot be recreated. Using this 3D animation software can create simulation imagery, interactive product creation, and investigative imagery for crime scenes that cannot be recreated. This program office selected this software as the standard for 3D animation. I recommend that we continue to procure this software, but I recommend that we look for alternate 3D animation programs with more simplistic graphic user interfaces (GUI).